

HexMech-4M

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Lookabaugh, and Michael Shannon

Progress Tracking Tools

Trello

3/5



CA Kanban Boards

4/5

To Do

(#0002) As a player, I want to invite other player to join my game so I can crush them.

(#0003) As a player, I want to setup a game so I can play.

(#0004) As a player, I want to select a map to play on.

(#0005) As a player, I want a leaderboard for bragging rights.

(#0007) As a lonely player, I want to get matched with other players so I can play without friends.

(#0009) As a player, I want to move my Mech so I can get within

Add a card...

In Progress

(#0012) As a player, I want to fancy graphics to hold my interest.

✓ 1/4

(#0001) As a player, I want to pick a Mech so I can play a game.

(#0039) As a developer, I want a Hex library, so I can create playable maps

(#0010) As a player, I want to pound other Mechs with powerful melee attacks.

(#0008) As a player, I want to shoot other Mechs so I can kill them.

Add a card...

Done

Send trello emails to team members.

Sign up for trello accounts.

Add all user stories to trello.

(#0011) As a developer, I want a working sever so I can serve the game and write the backend.

1

(#0006) As a player, I want to sign up for an account so my game history can be saved.

(#0039) As a developer, I want a linter in the project so I don't have to worry about style.

(#0040) As a player I want to be able to log in and out.

Add a card...

Add a list...

Menu

Add Members...

Change Background

Filter Cards

Power-Ups

Stickers

More

Activity

Michael R. Shannon moved (#0040) As a player I want to be able to log in and out. from In Progress to Done

Apr 22 at 4:23 AM

Michael R. Shannon moved (#0040) As a player I want to be able to log in and out. from To Do to In Progress

Apr 22 at 4:23 AM

Michael R. Shannon added (#0040) As a



(#0012) As a player, I want to fancy graphics to hold my interest.



in list [Done](#)

Labels

21

User



[Edit the description...](#)



Checklist

[Hide completed items](#) [Delete...](#)

100%



Hexiles



Mechs



Logo



Favicon

[Add an item...](#)



Add Comment



Write a comment...



Send

Add



Members



Labels



Checklist



Due Date



Attachment

Actions



Move



Copy



Subscribe



Archive

[Share and more...](#)

Iteration Status

< Iteration 3 - After Safari 2016-03-15 - 2016-03-28 >



Planned Velocity 1517%	Iteration End 0 days	Accepted 8%	Defects 0	Tasks 0	Pie Chart
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New User Story Name Add [Add with Details](#) << Select or Add Saved View...



Defined	In-Progress	Completed	Accepted
<div> <div>US22</div> <div>Invite Opponent</div> <div>Iteration: Iteration 3 - After Safari</div> <div>13</div> </div> <div> <div>US23</div> <div>Start Game</div> <div>Iteration: Iteration 3 - After Safari</div> <div>Select Map</div> <div>8</div> </div> <div> <div>US24</div> <div>Select Map</div> <div>Iteration: Iteration 3 - After Safari</div> <div>+</div> </div> <div> <div>US25</div> <div>Player Leaderboard</div> <div>Iteration: Iteration 3 - After Safari</div> <div>21</div> </div> <div> <div>US26</div> <div>Matchmaking</div> <div>+</div> </div>	<div> <div>US18</div> <div>Shoot Bullets</div> <div>Iteration: Iteration 3 - After Safari</div> <div>1</div> </div> <div> <div>US20</div> <div>Hex Library</div> <div>Iteration: Iteration 3 - After Safari</div> <div>3</div> </div> <div> <div>US17</div> <div>Shoot Lasers</div> <div>Iteration: Iteration 3 - After Safari</div> <div>1</div> </div> <div> <div>US16</div> <div>Initiative Phase</div> <div>Iteration: Iteration 3 - After Safari</div> <div>+</div> </div> <div> <div>US9</div> <div>Leave Trello</div> <div>Iteration: Iteration 3 - After Safari</div> <div>+</div> </div>	<div> <div>US11</div> <div>Make Nice Graphics</div> <div>Iteration: Iteration 3 - After Safari</div> <div>21</div> </div> <div> <div>US46</div> <div>QuickStart Rules</div> <div>Iteration: Iteration 3 - After Safari</div> <div>2</div> </div>	<div> <div>US12</div> <div>Bring up the server</div> <div>Iteration: Iteration 3 - After Safari</div> <div>2</div> </div> <div> <div>US15</div> <div>Login/Logout</div> <div>Iteration: Iteration 3 - After Safari</div> <div>8</div> </div> <div> <div>US45</div> <div>Favicon</div> <div>Iteration: Iteration 3 - After Safari</div> <div>1</div> </div> <div> <div>US13</div> <div>Account Signup</div> <div>Iteration: Iteration 3 - After Safari</div> <div>1</div> </div> <div> <div>US14</div> <div>Linters</div> <div>Iteration: Iteration 3 - After Safari</div> <div>3</div> </div>

Version Control

Github

5/5





This repository Search

Pull requests Issues Gist



CSCI3308-4M / hexmech

Unwatch 4

Star 0

Fork 1

Code

Issues 0

Pull requests 1

Wiki

Pulse

Graphs

Settings

No description or website provided. — Edit

121 commits

17 branches

1 release

4 contributors

Branch: master

New pull request

New file

Upload files

Find file

HTTPS

https://github.com/CSCI3308-

Download ZIP

Switch branches/tags

Find or create a branch...

Branches

Tags

demo

feature-homepage

feature-linter

feature-login

feature-signup

https://github.com/CSCI3308-4M/hexmech

Latest commit 42391ce a day ago

code pass linter.

3 days ago

t plan.

2 months ago

o with basic client side validation.

2 months ago

gile story sizes to be right aligned.

2 months ago

STING.md

18 days ago

Methodology

Hybrid Scrum & Kanban Agile

4/5

Pair Programming

5/5

Database

MongoDB

4/5



mongoDB®

Communication

Slack

5/5



Gmail

5/5



Game Engine

Phaser

5/5 for functionality, 3/5 for documentation



Challenges

- New tools, methodologies, and technologies

JavaScript, node.js, MongoDB, Trello, Phaser, Slack, etc.

- Miscommunication
- Scheduling
- Incompatible Work